## **Nuclear Regulatory Commission**

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[52 FR 9654, Mar. 26, 1987]

# APPENDIX G TO PART 73—REPORTABLE SAFEGUARDS EVENTS

Pursuant to the provisions of 10 CFR 73.71 (b) and (c), licensees subject to the provisions of 10 CFR 73.20, 73.37, 73.50, 73.55, 73.60, and 73.67 shall report or record, as appropriate, the following safeguards events.

- I. Events to be reported within one hour of discovery, followed by a written report within 60 days.
- (a) Any event in which there is reason to believe that a person has commited or caused, or attempted to commit or cause, or has made a credible threat to commit or cause:
- (1) A theft or unlawful diversion of special nuclear material; or
- (2) Significant physical damage to a power reactor or any facility possessing SSNM or its equipment or carrier equipment transporting nuclear fuel or spent nuclear fuel, or

to the nuclear fuel or spent nuclear fuel a facility or carrier possesses; or

- (3) Interruption of normal operation of a licensed nuclear power reactor through the unauthorized use of or tampering with its machinery, components, or controls including the security system.
- (b) An actual entry of an unauthorized person into a protected area, material access area, controlled access area, vital area, or transport.
- (c) Any failure, degradation, or the discovered vulnerability in a safeguard system that could allow unauthorized or undetected access to a protected area, material access area, controlled access area, vital area, or transport for which compensatory measures have not been employed.
- (d) The actual or attempted introduction of contraband into a protected area, material access area, vital area, or transport.
- II. Events to be recorded within 24 hours of discovery in the safeguards event log.
- (a) Any failure, degradation, or discovered vulnerability in a safeguards system that could have allowed unauthorized or undetected access to a protected area, material access area, controlled access area, vital area, or transport had compensatory measures not been established.
- (b) Any other threatened, attempted, or committed act not previously defined in appendix G with the potential for reducing the effectiveness of the safeguards system below that committed to in a licensed physical security or contingency plan or the actual condition of such reduction in effectiveness.

[52 FR 21658, June 9, 1987, as amended at 60 FR 13618, Mar. 14, 1995; 68 FR 33617, June 5, 2003]

### APPENDIX H TO PART 73—WEAPONS QUALIFICATION CRITERIA

The B-27 Target or a target of equivalent difficulty will be used for all weapon qualification testing.

TABLE H-1—MINIMUM DAY FIRING CRITERIA <sup>1</sup> [see footnotes at end of Table H-1]

Weapon	Stage	String <sup>2</sup>	Distance	Number of rounds	Timing <sup>3</sup>	Position	Scoring
Hand- gun.	1	1 2 3	3 yards	6	9 seconds	Draw and fire 2 rounds (repeat 2 times) 3 seconds each string.	Minimum qualifying = 70%.
	2	1 2	7 yards	6	10 seconds	Draw and fire 2 rounds at center mass and 1 round at the head (repeat once) 5 seconds each string.	
	3	1 2 3	7 yards	6	12 seconds (4 seconds each string).	Using weaker hand only, from the low ready position, fire 2 rounds (repeat twice).	
	4	1	10 yards	2	4 seconds	Draw and fire 2 rounds, come to low ready position.	
	2 10 yards 2 3 seconds Fire 2 rounds from low ready tion and reholster.		Fire 2 rounds from low ready position and reholster.				

## Pt. 73, App. H

TABLE H-1—MINIMUM DAY FIRING CRITERIA 1—Continued [see footnotes at end of Table H-1]

Weapon	Stage	String <sup>2</sup>	Distance	Number of rounds	Timing <sup>3</sup>	Position	Scoring
		3	10 yards	4	12 seconds (re- volver) 10 sec- onds (semiauto- matic).	Draw and fire 2 rounds, reload, fire 2 rounds and reholster.	
		4	10 yards	2	4 seconds	Draw and fire 2 rounds, come to low ready position.	
		5	10 yards	2	3 seconds	Fire 2 rounds from low ready position and reholster.	
	5	1	15 yards	2	5 seconds	Standing, draw weapon, move to kneeling position, then fire 2 rounds and reholster.	
		2	15 yards	2	5 seconds	Standing, draw weapon, move to kneeling position, then fire 2 rounds and reholster.	
	5	3	15 yards	4	14 seconds (re- volver) 12 sec- onds (semiauto- matic).	Standing, draw weapon, fire 2 rounds, move to kneeling position and fire 2 rounds, reload and reholster.	Minimum qualifying = 70%.
		4	15 yards	2	5 seconds	Draw weapon and fire 2 rounds standing, come to low ready position and	
	6	5 1	15 yards 25 yards	2 2	3 seconds 5 seconds	Fire 2 rounds from low ready.  Draw and fire 2 rounds, standing,	
		2	25 yards	2	5 seconds	left side of barricade.  Draw and fire 2 rounds, right side	
		_	25 yarus		3 3600Hd3	of barricade (standing).	
		3	25 yards	4	15 seconds (re- volver) 12 sec- onds (semi-auto- matic).	Draw weapon and move from standing to kneeling position, fire 2 rounds, left side of barricade, reload, and from the kneeling po- sition, fire 2 rounds, right side of barricade.	
		4	25 yards	2	10 seconds	Draw weapon and move from standing to prone, fire 2 rounds.	
		5	25 yards	2	10 seconds	Draw weapon and move from standing to prone, fire 2 rounds.	
	7	1	50 yards	2	8 seconds	Draw weapon and fire 2 rounds from a standing barricade position (right or left side, shooter's option).	
		2	50 yards	2	10 seconds	Draw weapon and fire 2 rounds from a kneeling barricade position (right or left side, shooter's option).	
		3	50 yards	2	12 seconds	Draw weapon and fire 2 rounds from prone position.	
Shotgun	1	1	7 yards	2 Double 0 buck- shot	4 seconds	At low ready position fire 2 rounds standing.	Minimum qualifying = 70%.
	2	1 2	15 yards	4 Double 0 buck- shot	15 seconds	At low ready position fire 2 rounds standing, reload and fire 2 rounds.	
	3	1 2	25 yards	4 rifled slugs or 00 buck- shot	20 seconds	On command, load 4 rounds and fire 2 rounds standing and 2 rounds kneeling.	
Rifle	1	1 2 3	15 yards	6	10 seconds (4 seconds for 1st string, 3 seconds for each of 2nd and 3rd string).	Standing in low ready position, move to standing point shoulder position (1 magazine loaded with 6 rounds, weapon in half-load configuration), fire 2 rounds per string.	Minimum qualifying = 70%.
	2	1 2 3	25 yards	6	11 seconds (5 seconds for 1st string, 3 seconds for each of 2nd and 3rd string).	Standing in low ready position, move to standing point shoulder position (1 magazine loaded with 6 rounds, weapon in half-load configuration), fire 2 rounds per string.	

## TABLE H-1—MINIMUM DAY FIRING CRITERIA 1—Continued [see footnotes at end of Table H-1]

Weapon	Stage	String <sup>2</sup>	Distance	Number of rounds	Timing <sup>3</sup>	<sup>3</sup> Position	
	3	1 2 3	25 yards	6	17 seconds (7 seconds for 1st string, 5 seconds for each of 2nd and 3rd string).	Standing in low ready position, move to kneeling point shoulder position (1 magazine loaded with 6 rounds, weapon in half-load configuration), fire 2 rounds per string.	
	4	1 2	50 yards	4	16 seconds (9 seconds for 1st string, 7 second for 2nd string).	Standing in low ready position, move to kneeling point shoulder position (1 magazine loaded with 4 rounds, weapon in half-load configuration), fire 2 rounds per string.	
	45	1	50 yards	4	20 seconds	Standing in low ready position, move to prone (weapon in half- load configuration) with two mag- azines each loaded with 2 rounds, fire 2 rounds, reload with 2nd magazine and fire 2 rounds.	qualifying
	46	1	100 yards	4	25 seconds	Standing in low ready position, move to prone (weapon in half- load configuration) two maga- zines each loaded with 2 rounds, fire 2 rounds, reload with 2nd magazine and fire 2 rounds.	

- Footnotes:

  1 This day firing qualifications course is to be used by all TRT members, armed response personnel, and guards.

  2 A string is one of the different phases within a single stage.

  3 Security personnel will be timed as shown.

  4 Stages 5 and 6 are to be used for .30 caliber or larger rifles.

## TABLE H-2-MINIMUM NIGHT FIRING CRITERIA

Weapon	Stage	Distance	No. of rounds	Timing	Position	Scoring	Lighting
Handgun (Rev.).	1	7 yds	12	35 seconds	Standing-no ar- tificial support.	Minimum qualifying=70%.	For all courses 0.2 foot- candles at center mass of target area.
Handgun (Semi-	1	15 yds 7 yds	12 2+clip	45 seconds. 30 seconds	Standing-no ar- tificial support.		
Shotgun	2 1	15 yds 25 yds	2+clip	40 seconds. 30 seconds (Load 2 slugs—chamber empty—Time starts—Commence firing).	Standing-strong shoulder.	Rifled slug hits=strike area on target (10, 9, 7).	
	1	15 yds	5 Double 0 buckshot.	10 seconds (Load 5rds Buckshot— chamber, empty—Time starts—Com- mence firing).	Standing-strong shoulder.	Double 0 Buck- shot: Hits in black=2 pts (5rds × 9 pel- lets/rd × 2 pts=90) Min- imum qualifying=70%.	
Rifle	1	25 yds	1-5rd mag	45 sec	Standing-barri- cade.	Minimum qualifying=70%.	
	2 3 4	25 yds 25 yds 25 yds	1-5rd mag 1-5rd mag 1-5rd mag	45 sec 45 sec 45 sec	Standing. Kneeling. Prone.	. , ,	

Note. All firing is to be done only at night. Use of night simulation equipment during daylight is not allowable. Use of site specific devices (i.e., laser, etc.) should be included in the licensee amended security plan for NRC approval.

[58 FR 45785, Aug. 31, 1993]